

CHARACTER NAME: *Obo*  
 SPECIES: *Besalisk*  
 CAREER: *Mystic*  
 SPECIALIZATIONS: *Seer*

SOAK <b>4</b>	DEFENSE <b>0</b> <b>0</b> RANGED MELEE	WOUND <b>15</b> THRESHOLD CURRENT	STRAIN <b>12</b> THRESHOLD CURRENT
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<b>3</b> BRAWN	<b>2</b> AGILITY	<b>2</b> INTELLECT
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<b>1</b> CUNNING	<b>3</b> WILLPOWER	<b>3</b> PRESENCE
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**COMBAT** *Additional Limbs*

Besalisks have four arms and gain an additional free maneuver per turn. They still may not perform more than two maneuvers per turn, however.



<b>500</b>
<b>2</b> <b>8</b> VALUE THRESHOLD

SKILLS			
GENERAL SKILLS	CAREER	RANK	DICE POOL
Charm (Pr)	✓	2	6 yellow, 3 green
Cool (Pr)		1	3 yellow, 2 green
Discipline (Wil)	✓	1	3 yellow, 2 green
Lore (Int)	✓	2	6 yellow, 3 green
Perception (Cun)	✓	1	3 yellow, 2 green
Resilience (Br)		1	3 yellow, 2 green
Vigilance (Wil)	✓	2	6 yellow, 3 green, 1 blue, 1 red
COMBAT SKILLS	CAREER	RANK	DICE POOL
Ranged - Light (Ag)		1	3 yellow, 2 green

TALENTS		
TALENT	RANK	DESCRIPTION
★ <b>Forewarning</b>	1	Perform the Forewarning action. All allies within medium range increase defense by character's Force rating until they act in the encounter.
<b>Grit</b>	2	Gain +1 strain threshold
<b>Keen Eyed</b>	1	Remove ■ per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.
★ <b>Uncanny Reactions</b>	2	Add ■ per rank of Uncanny Reactions to all Vigilance checks.

FORCE ABILITIES		
FORCE RATING: 1		
UPGRADE	PUR	DESCRIPTION
<b>Foresee Basic Power (Foresee)</b>	1	The Force user can feel the Force flowing around everything, seeing what is and what will be.
<b>Control: Initiative (Success) (Foresee)</b>	1	The user may spend ● to gain vague hints of events to come, up to a day into his own, personal future.
<b>Control: Initiative (Success) (Foresee)</b>	1	When making a skill check to determine Initiative the user may roll a <b>Foresee power check</b> as part of the pool. He may spend ● to gain ★ on the check.

**CRITICAL INJURIES**

◆◆◆◆	◆◆◆◆
◆◆◆◆	◆◆◆◆

MORALITY	CURRENT	CONFLICT	STRENGTH
<b>50</b>			—
			WEAKNESS
			—

EQUIPMENT				
WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Heavy Blaster Pistol	Ranged - Light	7	Medium	6 yellow, 3 green
Critical: ●●● Qualities: Stun Setting Features: GM may spend ●● or ● to make heavy blaster pistol run out of ammo				
ARMOR AND OTHER GEAR				
Nomad Greatcoat	Soak: 1 Features: Reduces difficulty of Resilience checks made to resist the effects of extreme cold by 1, Removes ■ added to checks due to extreme cold			

**SYMBOLS AND DICE**

★ Success	● Advantage	⬆ Triumph	⬇ Failure	⚠ Threat	⚡ Despair	🎲 Proficiency	🎲 Ability	🎲 Boost	🎲 Challenge	🎲 Difficulty	🎲 Setback	🎲 Force
■ Removes a setback die from a check for each icon displayed												

Standard Difficulties	
Simple	—
Easy	◆
Average	◆◆
Hard	◆◆◆
Daunting	◆◆◆◆
Formidable	◆◆◆◆◆